

Kodu Game Lab

Kodu Game Lab is a program developed by Microsoft, designed for those who want to learn game development. This program is particularly geared towards children and teenagers and is user-friendly, making it accessible even for those without prior game development experience.

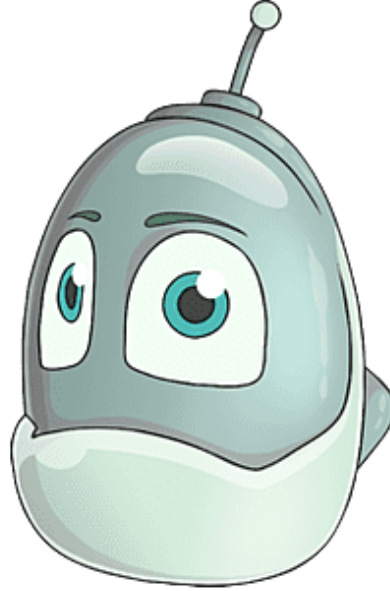
Kodu Game Lab features a user-friendly interface, allowing even those without programming experience to easily design their own games. The program enables game developers to program objects, characters, and scenarios in a 3D world.

One of the key features of Kodu Game Lab is its opportunity to provide learning experiences for children interested in STEM fields (science, technology, engineering, and mathematics). The process of game development helps children enhance problem-solving, creativity, and analytical thinking skills.

Another significant feature of Kodu Game Lab is its sharing option. Players can share the games they've designed with their friends. This feature adds a fun aspect to the game development process and allows children to share their creativity with others.

Kodu Game Lab is a program that enables students to learn while having fun. The experience of game development can capture the interest of students interested in STEM fields, helping them prepare for future careers.

In summary, Kodu Game Lab is a user-friendly and engaging platform designed to facilitate learning and creativity in game development, particularly for young individuals interested in STEM.



When you enter Kodu Game Lab, you are greeted with the 'Home' page. The home page tabs are as follows: the option to "Continue" the previous game, "New World" option to start a new game, "Load World" option to load a saved world, "Save to Desktop" option to save the created world to the desktop, "Community," "Settings," "Help," and finally, the "Exit" option

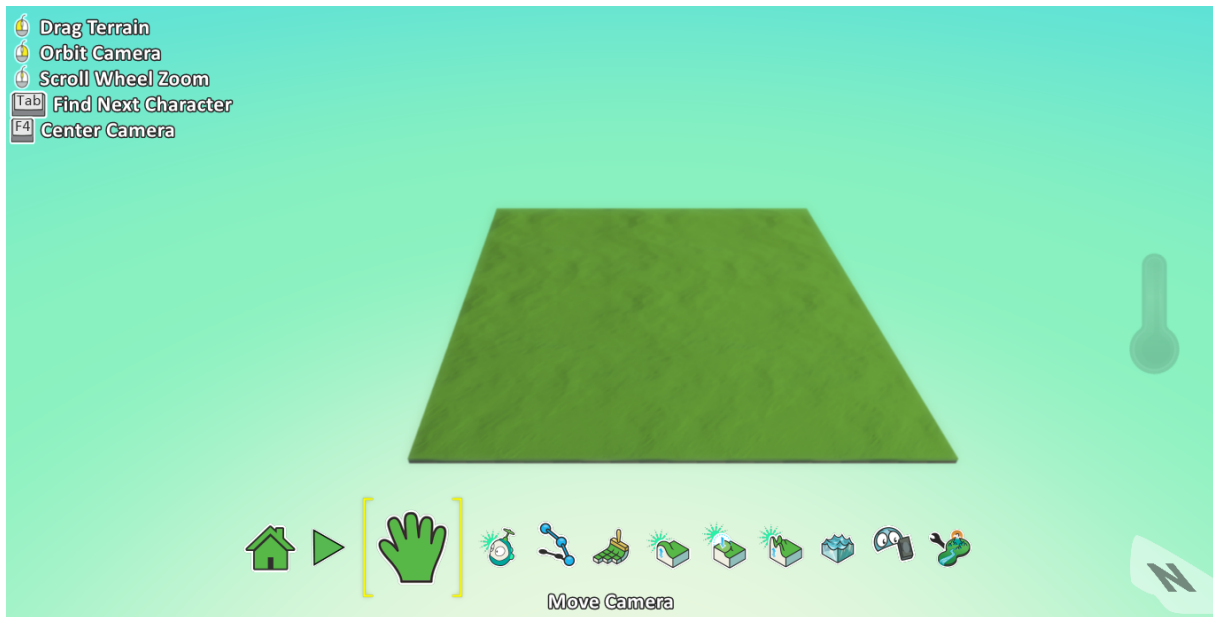


When you click on "New World" and start, it presents you with options for the world. From here, you can select an empty world and begin familiarizing yourself with the tools.

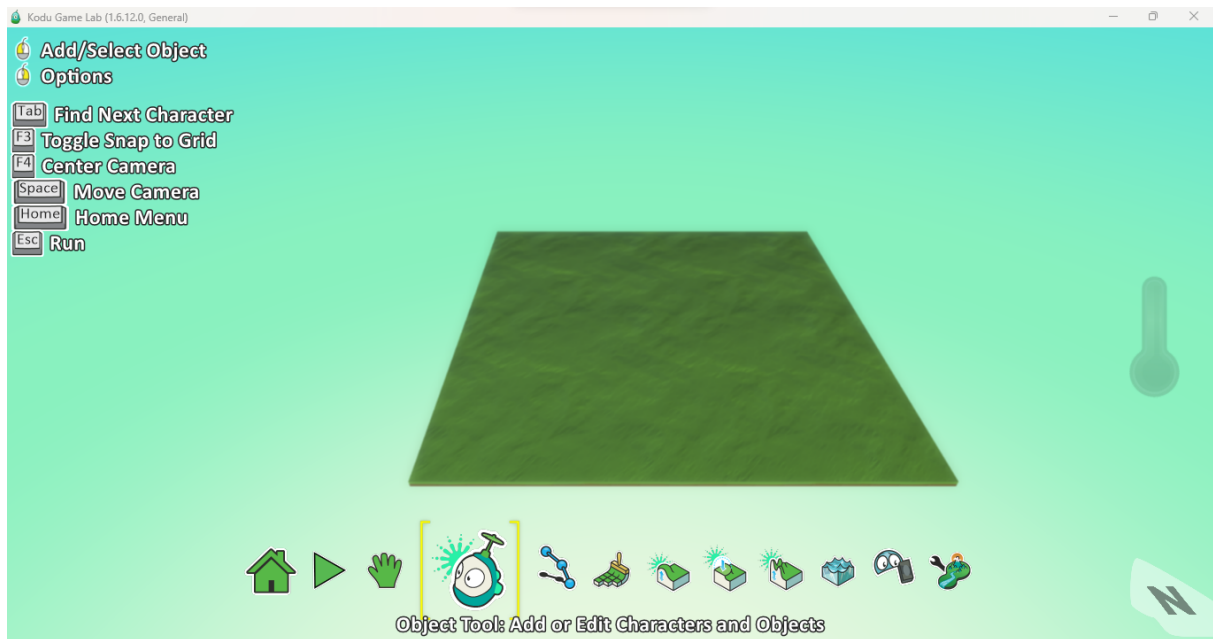


When you enter the new world, you are initially greeted by the "Movement" tab. Here, you can use the right mouse button to change the camera's orbit, move the ground with the left mouse button, zoom in and out with the mouse wheel, and finally, switch characters with the Tab key. When working on the application, if you are in another tab, you can quickly switch to this tab by holding down the space key.

Additionally, on the left side of the Movement tab, you will find tabs for starting the game and returning to the main menu.



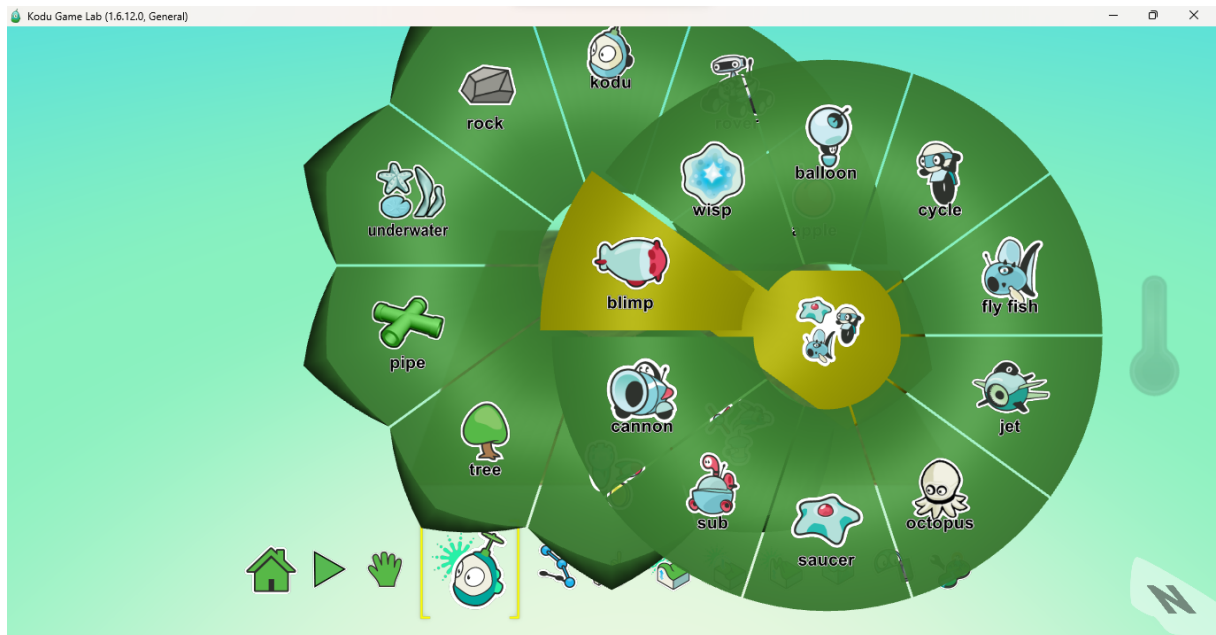
Immediately to the right of the Movement tab, you will find our Object Tool.



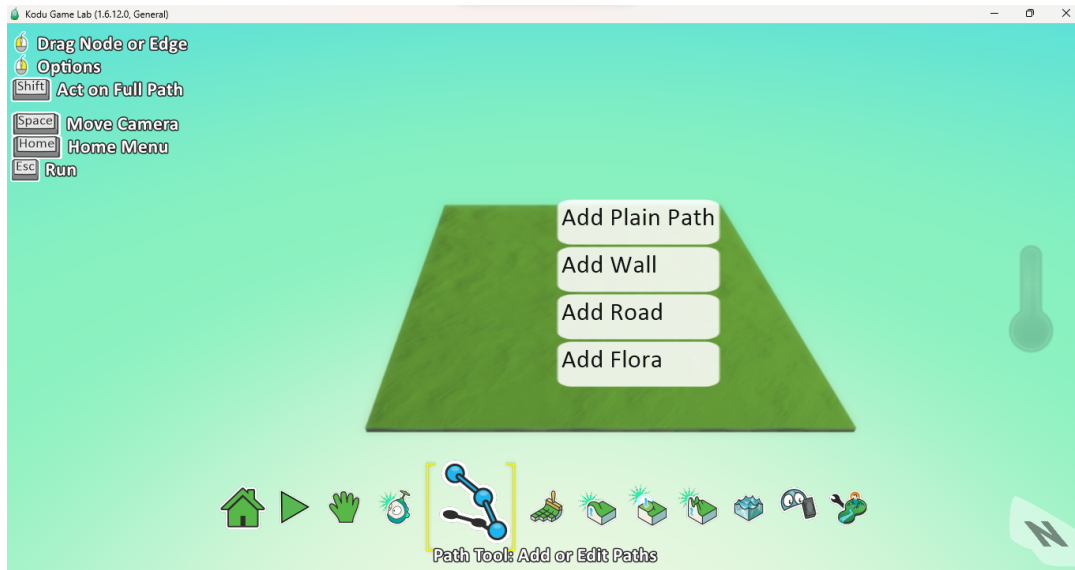
In our Object Tool, there are characters, decorations, and various objects that are necessary for our application. These objects can be programmed, and we can give them the desired commands.



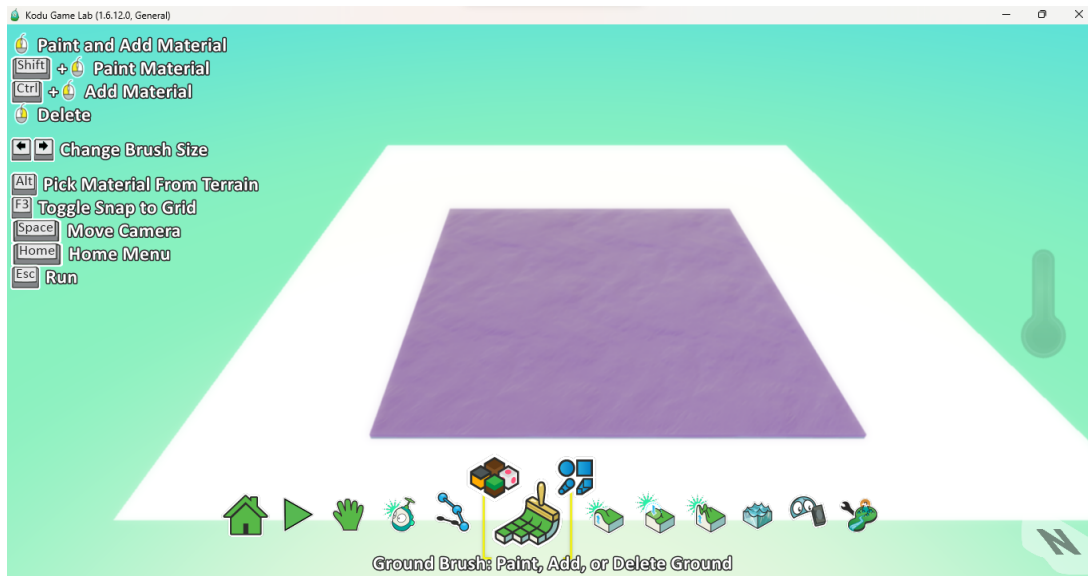
The Object Tool contains a variety of objects, including Robocycle, Zeppelin, Jet, UFO, Ball, Tree, Rock, etc.



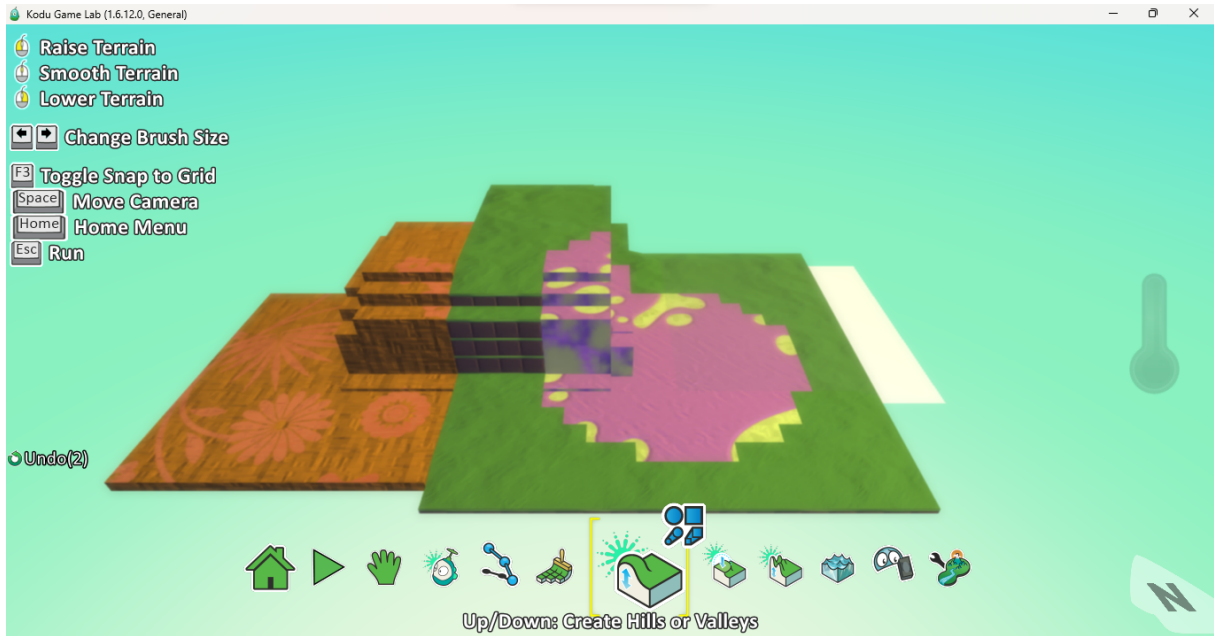
Next, we have our Path Tool. The Path Tool allows us to create paths for our characters to move along or to build paths within our universe. Additionally, we use the Path Tool to add flowers and walls..



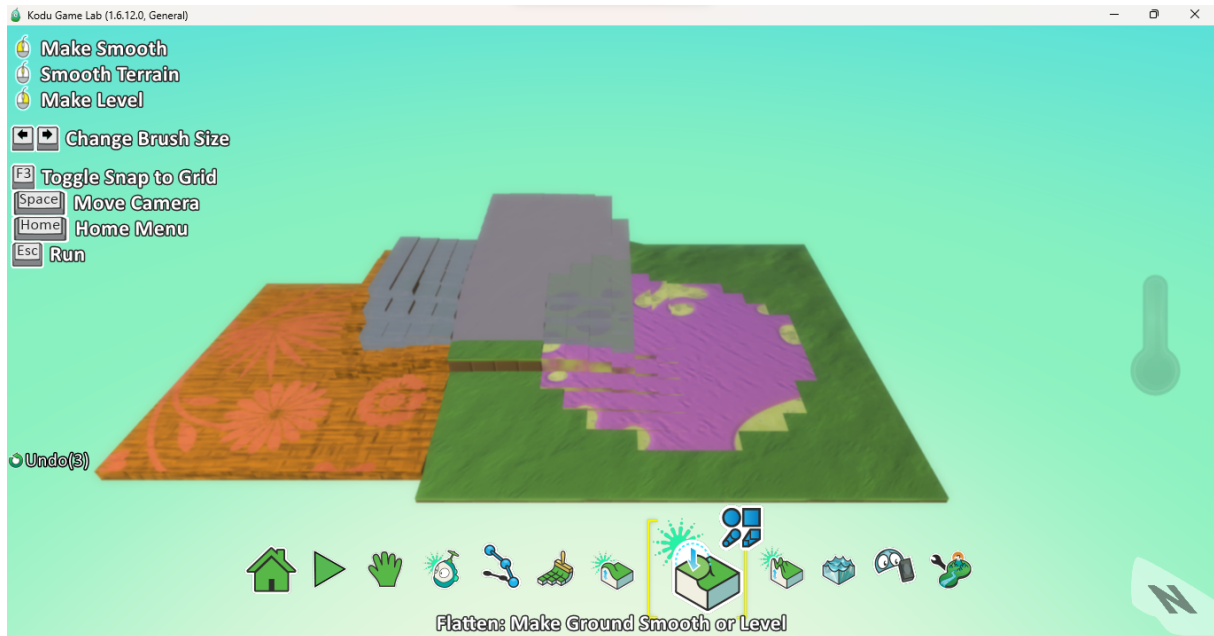
Our Ground Brush, located just to the right of our Path Tool, provides options to change the ground color, enlarge, shrink, and alter the ground. The left mouse click enlarges the ground, and the right mouse click erases it. To enlarge or shrink our area, we use the right and left arrow keys on our keyboard. Additionally, Shift + left-click paints the ground, while Ctrl + left-click adds ground.



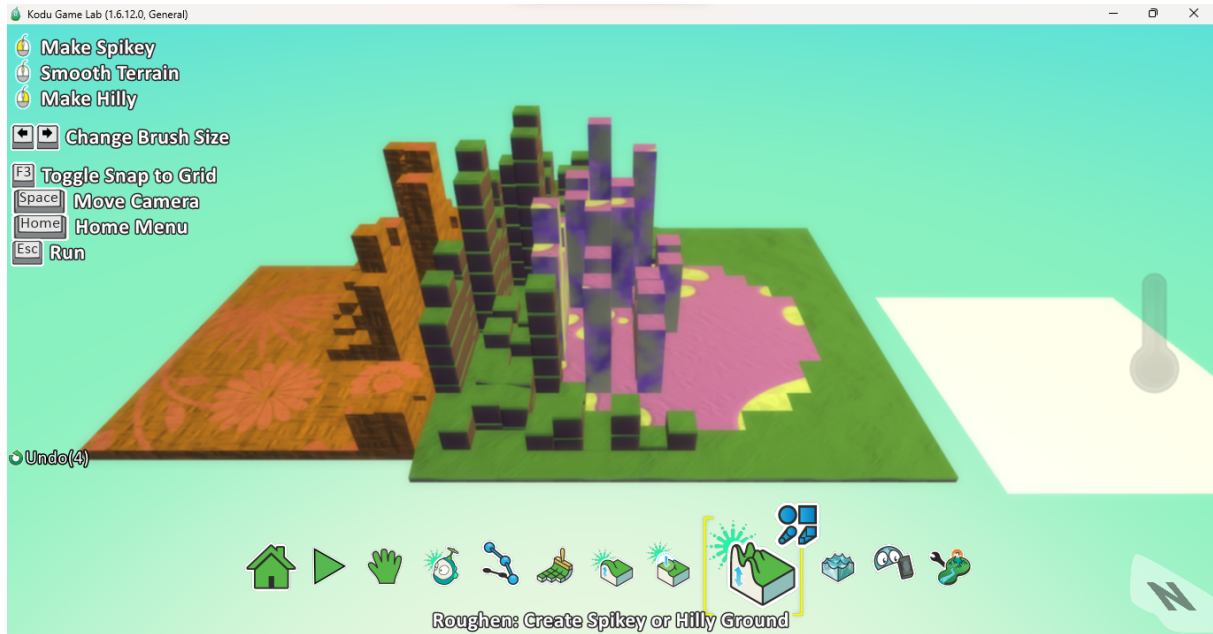
Our Up/Down tool allows us to raise the base of our ground when we left-click and lower it when we right-click. We use this tool to create elevated areas.



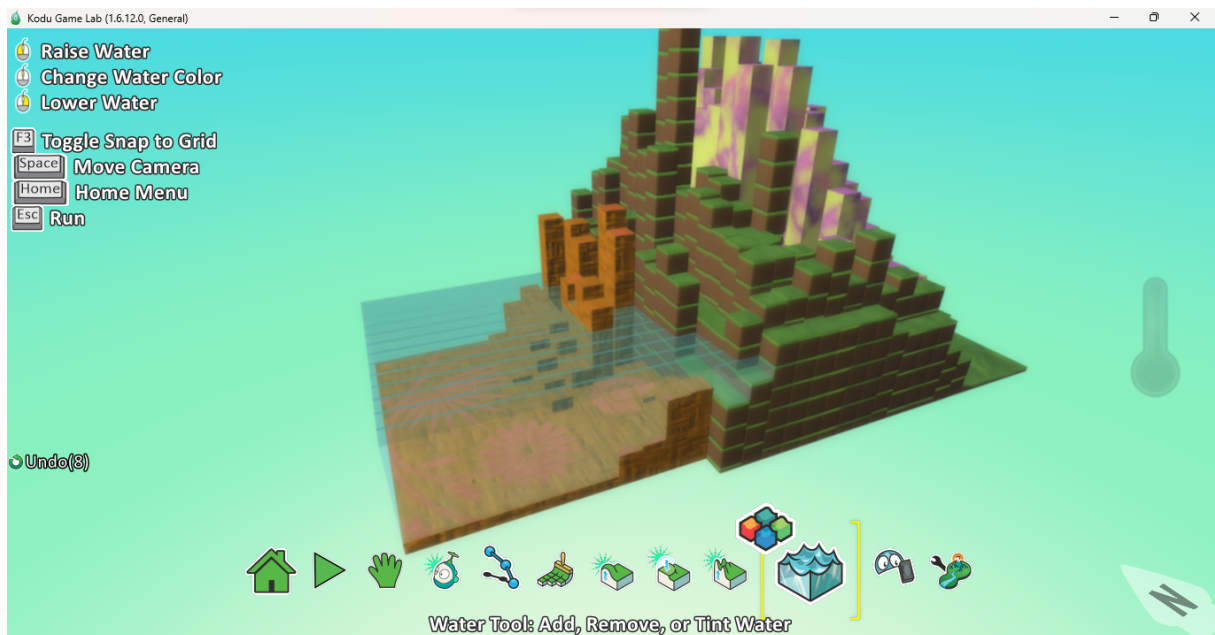
Our Flatten tool is used to flatten slopes and elevations on our ground.



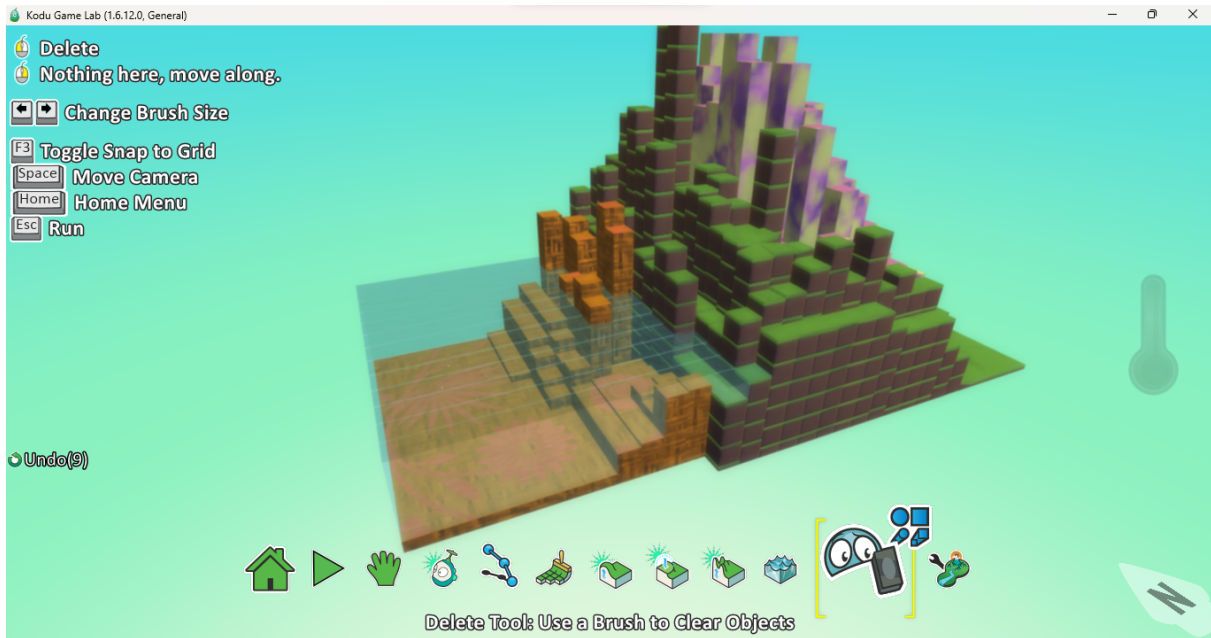
Our Terrain Raise tool allows us to create obstacles and elevations on our ground. Here again, we use the left mouse button to add and the right mouse button to erase.



Our Water tool allows us to fill any desired area in our universe with water. If we want to create a lake, it's important to ensure that the area around our lake is lower than the ground. Otherwise, the water may flood our entire universe.



Our Eraser tool is the option we use to make edits by erasing in our universe.



Lastly, we have our Change World Settings tool, which allows us to modify the settings of our universe in the application. From here, we can make changes and additions within our world settings, such as adding a compass, glass walls, and more.

